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WALT DISNEY'S

DONALD DUCK

AND FRIENDS

DONALD DUCK AND FRIENDS

We've once again worked our way around to Valentine's Day, and this year we have a nice Donald and Daisy illustration by Daan Jippes with which to adorn our cover. Continuing with the Valentine theme, our two lead stories explore the intricacies of the relationships between Donald and Daisy; and Mickey and Minnie.

"Biceps Blues," a Carl Barks classic from 1946, points up the somewhat aggressive nature of the Ducks' romance, as envisioned by the brilliant but curmudgeonly Barks. It also is quite typical of the 1940s and what was perceived as a "comic" portrayal of sweethearts.

The modern take on relationships is represented by Mickey and Minnie in "Plain Brown Wrapper." Times have changed since 1946, and so in this story we see that the Mouses are much more aware of the needs and feelings of one another, and put much more effort into understanding each other. Interesting, eh?

Winding up, and just to make sure all February holidays are herein represented, Kari Korhonen has come through for us once again with "Again and Again," his own wacky take on the classic "Groundhogs Day" theme. Coupled with superb artwork by Daniel Branca, you just can't go wrong with this one, nor with our short short at the very end of this issue, Mau Heymans' "Loud and Clear." Heymans is a Dutch artist with a very individual style, as you can see. Not a lot of his work has been printed in the US, but we've been attempting to rectify that over the past few months.

—John Clark

• IN THIS ISSUE •

Donald Duck **BICEPS BLUES**
Story & Art: Carl Barks
(WDC&S 69, June 1946)
Color: Jamison Services

Mickey Mouse **PLAIN BROWN WRAPPER**
Story: Susan Marenco
Art: Noel Van Horn
Color: Egmont & Scott Rockwell
Lettering: Susie Lee

Donald Duck **AGAIN AND AGAIN**
Story: Kari Korhonen
Dialogue: David Gerstein
Art: Daniel Branca
Color: Egmont & Marie Javins
Lettering: Jon Babcock

Donald Duck **LOUD AND CLEAR**
Story: M. Heymans & K. DeGraff
Dialogue: Dwight Decker
Art: Mau Heymans
Color: Rick Keene
Lettering: Susie Lee

Front cover art by Daan Jippes, color by Sue Kolberg

NEXT ISSUE SHIPS WEEK OF FEBRUARY 6
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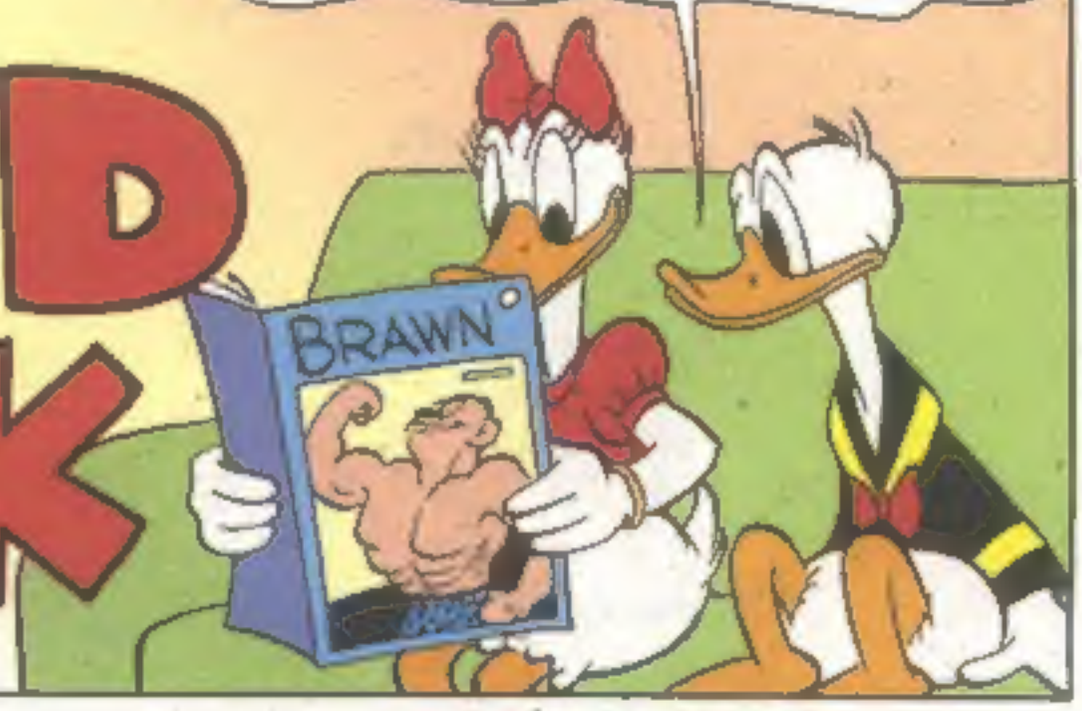
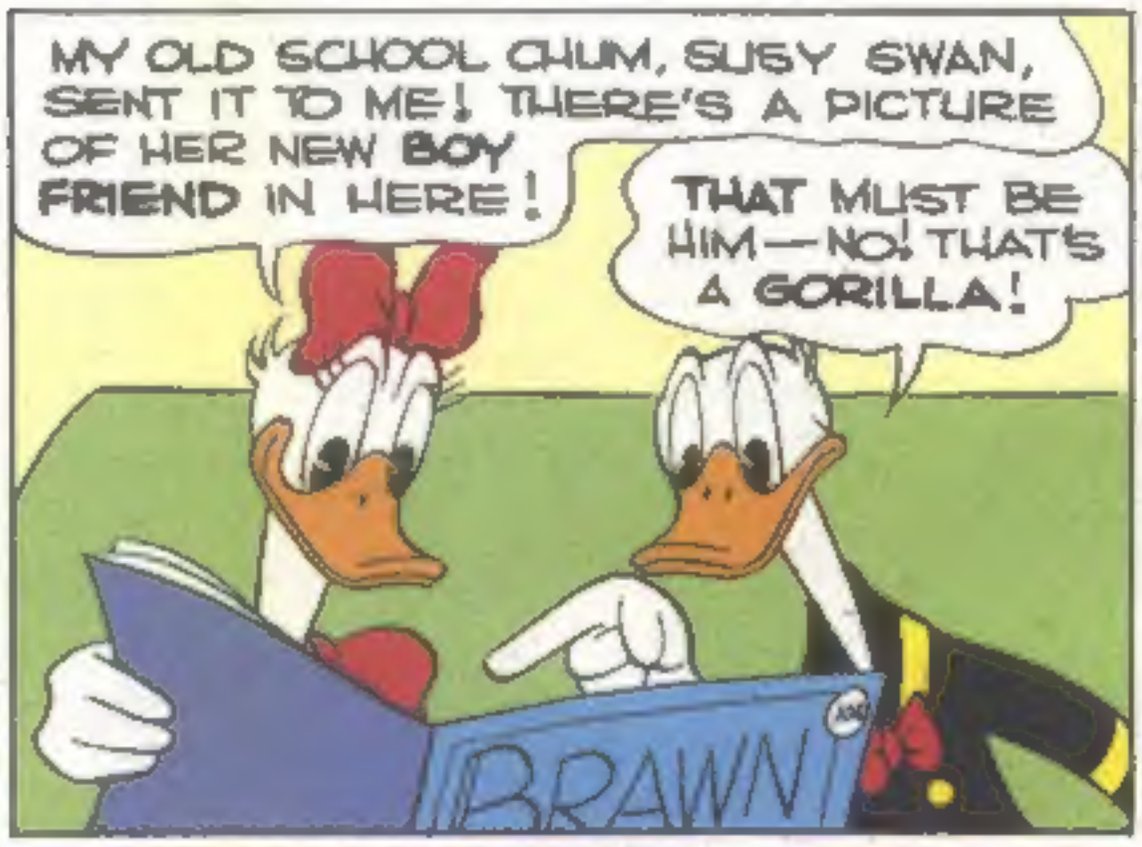
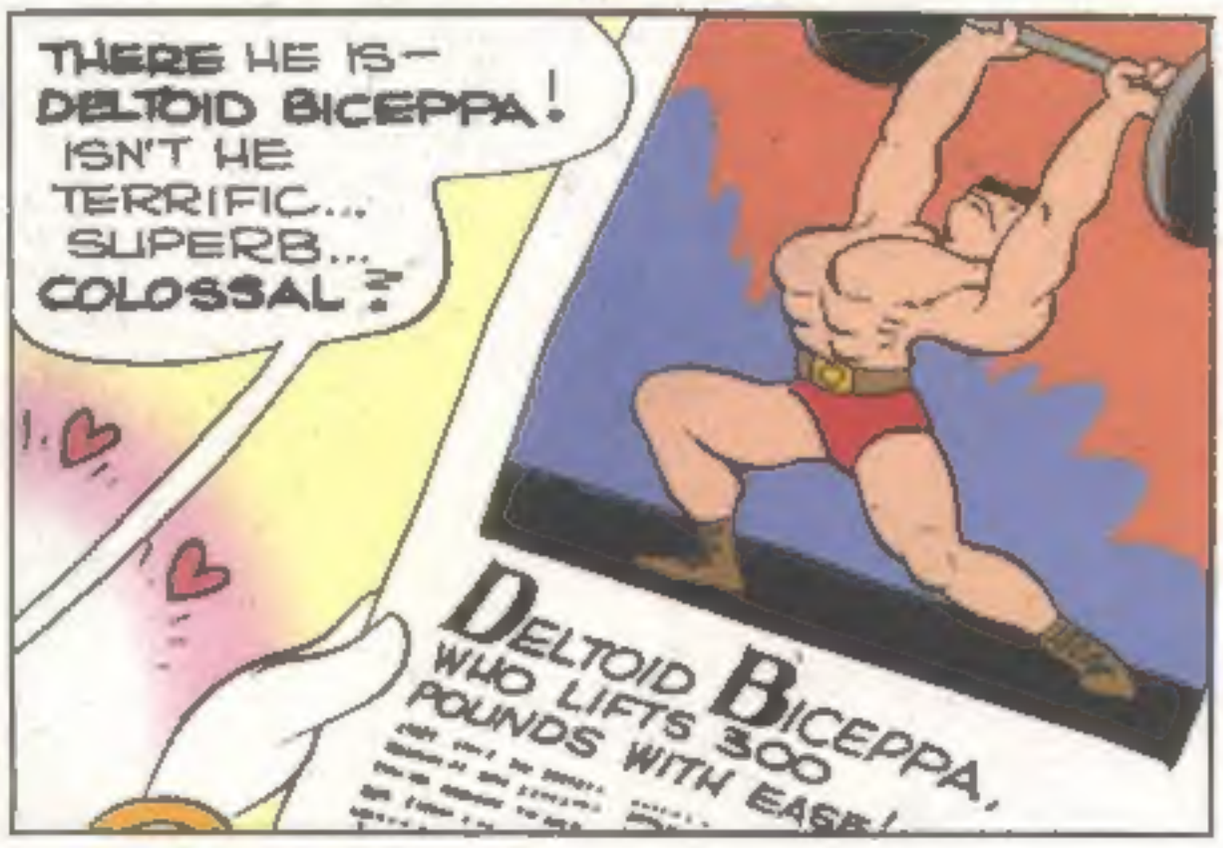
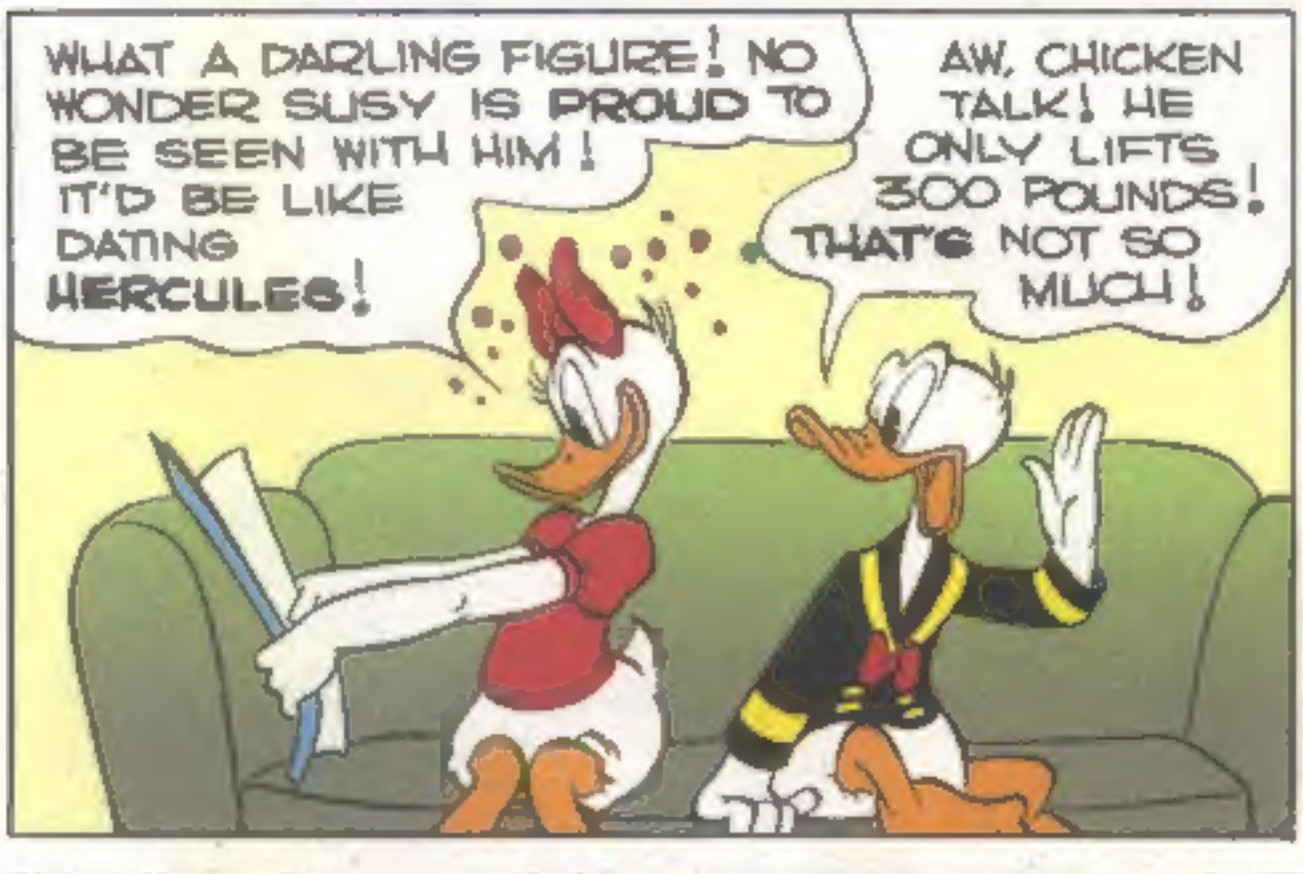
WALT DISNEY presents

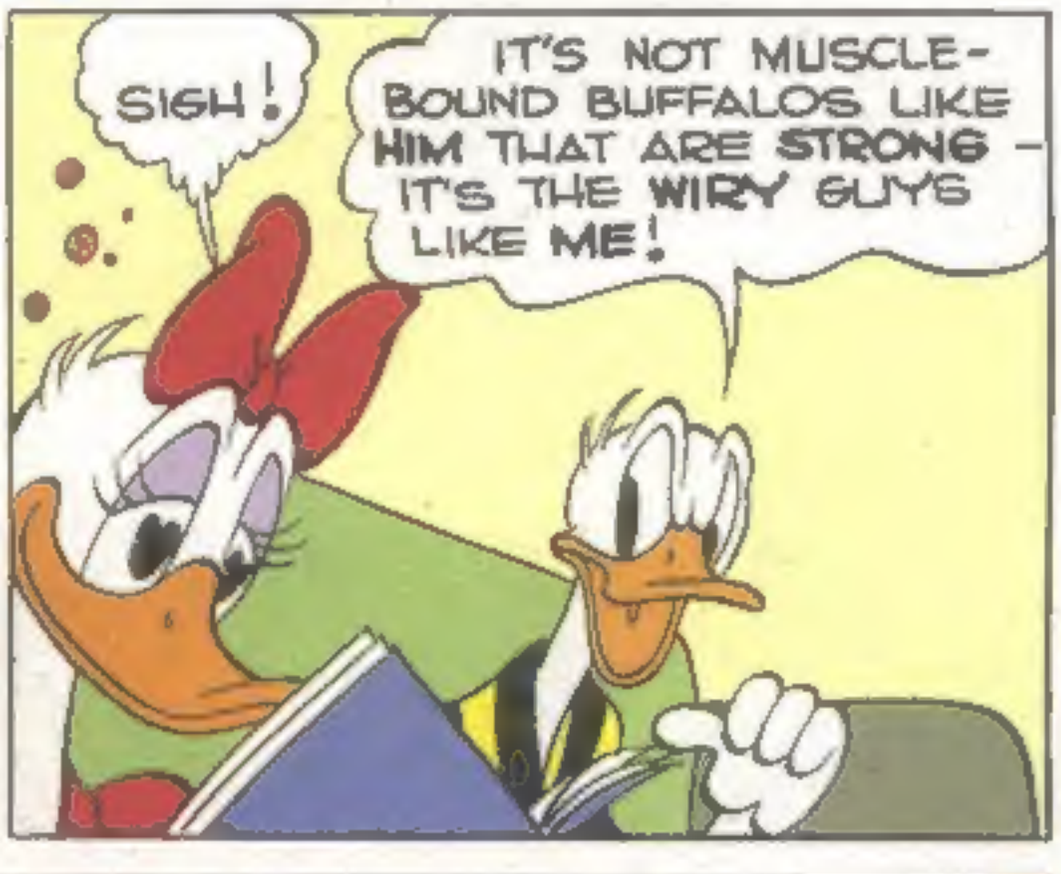
DONALD DUCK

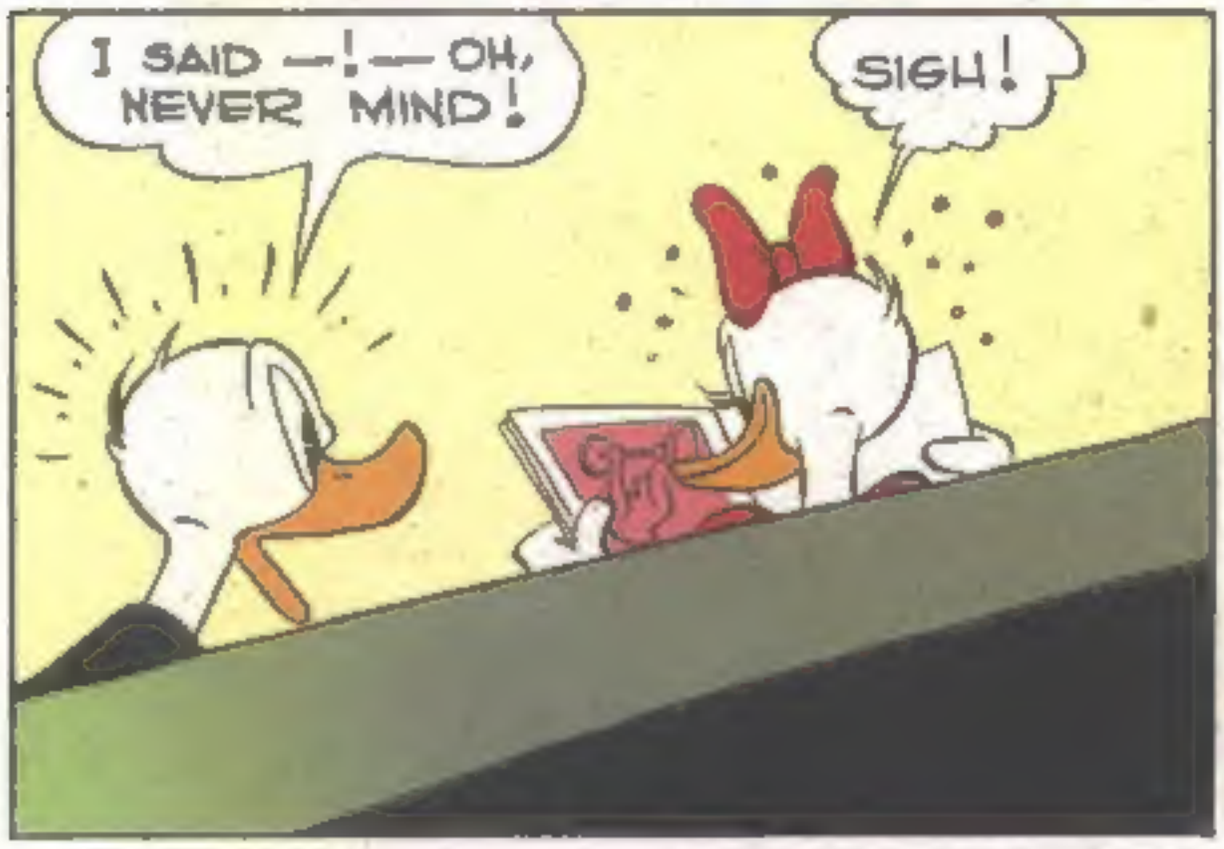


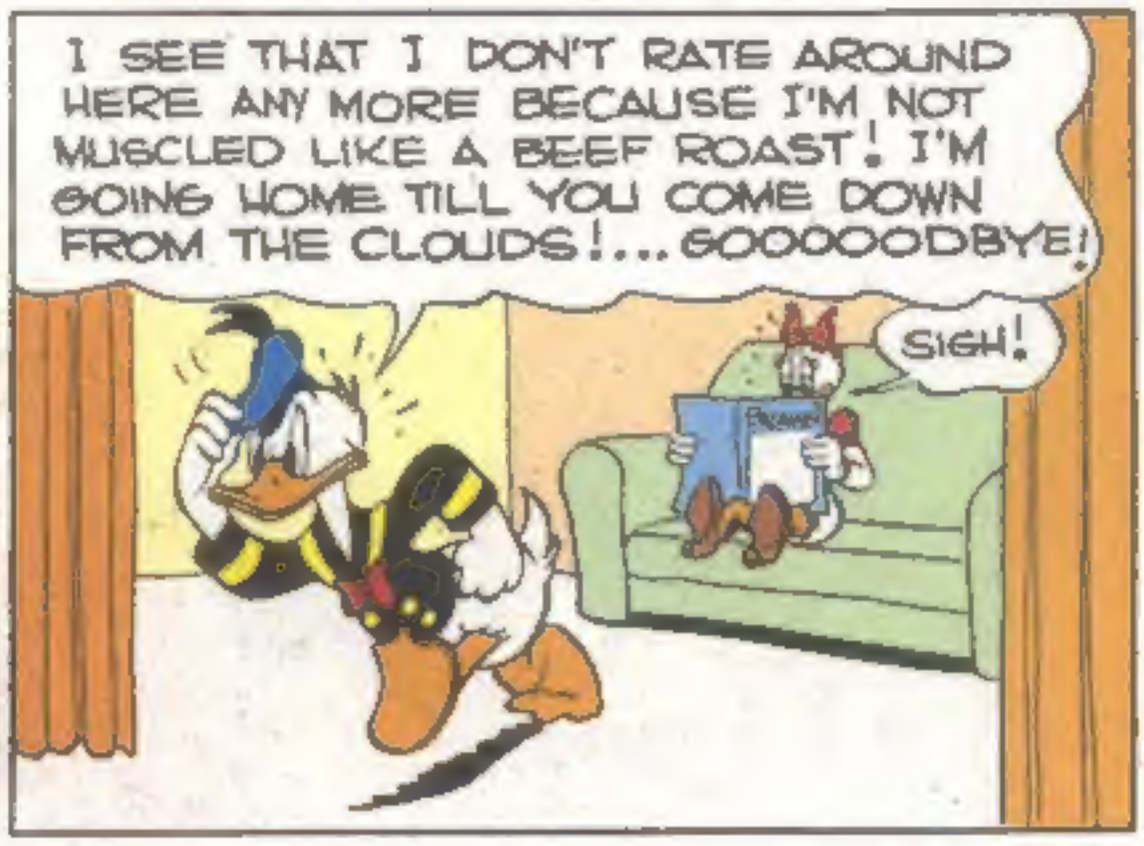












YOU'D THINK **BRAINS** DON'T MEAN A THING! ALL WOMEN WANT IS A MAN WITH THE STRENGTH OF A **TRUCK**!

I'M STRONG, BUT I DON'T **LOOK** IT!.... LITTLE TOO ROUND DOWN THERE AND NOT WIDE ENOUGH UP HERE!

SUITS $30

DAISY PROBABLY THINKS I'M SO WEAK I COULDN'T LIFT A SOAP BUBBLE, ONE SIDE AT A TIME! I'LL HAVE TO **SHOW** HER!

GIVE ME A **MUSCLE BUILDING OUTFIT** AND A BOOK OF FANCY WEIGHT-LIFTING POSES!

ERE LONG!

NOW HERE'S THE IDEA, BOYS! WHEN I LIFT THIS 300-POUND BAR BELL OVERHEAD, YOU SNAP MY PICTURE! I WANT TO PROVE TO DAISY THAT BIG MUSCLES AREN'T EVERYTHING!

OKAY, LINCA' DONALD! ALL SET!

UP IT GOES IN ONE MIGHTY JERK!

WHAT THE (PUFF! PUFF!) DICKENS IS HOLDING THIS THING DOWN? IS IT (PANT!) **CHAINED** TO THE **FLOOR**?

I NEVER THOUGHT 300 POUNDS COULD BE SO **HEAVY!**

IF THERE WERE SOME WAY TO GET THE BAR UP IN THE **AIR**, UNCA' DONALD,

MAYBE YOU COULD HOLD IT THERE LONG ENOUGH

TO GET YOUR PICTURE SNAPPED!

OH, BRIGHT AND HAPPY THOUGHT!

MAYBE WE COULD PUT THE BAR ON THE **TABLE!**

YOU COULD CATCH IT ON YOUR HANDS

WHEN ONE OF US ROLLED IT OFF!

LATER!

THERE! IT'S THERE! NOW GET THE ROPES AND PULLEYS OUT OF SIGHT, AND WE'LL BE READY FOR THE PICTURE!

OKAY! ROLL IT OFF!

THUD!

WHAT **FELL** ON ME - THE **PLANET JUPITER**?... GET THIS BAR OFF MY NECK!

IF WE ROLL IT **THAT** WAY, IT'LL FLATTEN HIS **HEAD!**

BETTER ROLL IT THE **OTHER** WAY!

YEAH! HE HAS TOO MUCH BAY WINDOW, ANYHOW!

NO! NO!...OW! I CAN'T STAND IT! ROLL IT BACK AND THINK OF A BETTER WAY!

AFTER MUCH DEBATE ON WAYS AND MEANS-

THE JACKSCREWS DID THE JOB!

IF DAISY COULD ONLY SEE YOU NOW!

DON'T SAY SUCH THINGS!

TO THINK THAT I CAN'T EVEN LIFT 300 POUNDS! IT'S HUMILIATING!

MAYBE MUSCLES DO HELP— A LITTLE!

HOW TO BUILD MIGHTY MUSCLES

THERE'S AN ARTICLE ON MAKING ARMS STRONG! SEE?..... "SHORT SPELLS WITH DUMBBELLS"!

I'LL READ IT!

MUSCLE MIRACLES

BEEFY BICEPS FROM TUBBY TUMMIES

SAY, THIS MAKES IT SEEM EASY! I'LL BE A SAMSON IN A FEW HOURS!... MY DUMBBELLS, BOYS!

HOW TO

THE ARTICLE SAID TO LIFT THE DUMBBELLS OVERHEAD TWENTY TIMES!... ONE.. TWO...THREE...

.....FOUR.....
...F-F-F-FIVE!

FLOP!

MY HEART IS SPUTTERING LIKE A POPCORN MACHINE! GET ME TO **BED**! GASP! GASP!

RUB ME WITH LINIMENT! I ACHE ALL OVER!

THAT NIGHT!

POOR UNCA' DONALD IS TRYING **SO** HARD TO IMPRESS DAISY!

LET'S TRY TO THINK OF SOME WAY

WE CAN **HELP** HIM!

MAYBE WE COULD MAKE A **FAKE** BAR BELL FOR UNCA' DONALD TO POSE WITH!

ONE THAT **LOOKS** HEAVY, BUT REALLY WEIGHS NOTHING!

THAT WOULD FOOL **DAISY**, BUT **UNCA' DONALD** WOULD NEVER STOOP TO CHEATING!

HE NEEDN'T **KNOW** HE'S CHEATING! WITH OUR PLASTICS SET WE CAN MAKE THE DUMMY LOOK SO TRUE UNCA' DONALD WILL THINK HE'S LIFTING THE **REAL** BAR BELL!

WE HOPE!

BY THE DAWN'S EARLY LIGHT!

THERE! THE DUMMY IS FINISHED! ROLL THE **REAL** BAR BELL INTO THE CLOSET AND COVER IT UP! I'LL PUT **THIS ONE** DOWN IN ITS PLACE!

THEN WE'LL NOD OUR NOODLES! I'M LIMP!

OOCH! I'M STIFF IN THE ARMS THIS MORNING! I WONDER IF THOSE DUMB-BELL EXERCISES DID ME ANY **GOOD** YESTERDAY?

CREAK!

SQUEAK!

I'LL GIVE A GENTLE LIFT ON THAT BAR BELL AND SEE IF IT'S STILL AS HEAVY AS EVER!

I-I-I-!!!

I DID IT! I LIFTED 300 POUNDS!!!

LOOK! I'M **STRONG**! I LIFTED THIS BAR WITH ONE HAND! GET THE CAMERA!

NOW ANOTHER POSE OF ME TOSSING THE BAR IN THE AIR!

LATER!

I'LL RUSH RIGHT OVER TO DAISY'S AND SHOW HER THESE PICTURES! THEY'LL MAKE THOSE MUSCLE MEN LOOK LIKE **FEEBLE PHONIES**!

THERE, MUSCLE-MAD! DRAPE YOUR LOVING GAZE OVER **THESE** DYNAMIC FEATS OF STRENGTH!

WHY — WHY, IT'S **YOU**!...AND YOU'RE LIFTING —

300 POUNDS!

I DON'T BELIEVE IT! NOBODY COULD BE **THAT** STRONG!

BUT THE **PROOF** IS THERE! THE CAMERA **COULDN'T** LIE!

OF COURSE NOT! BUT HOW DO I KNOW THE BAR BELL ISN'T A **FAKE**? MAYBE IT DOESN'T WEIGH OVER **THREE POUNDS**!

ACCUSE ME OF **CHEATING**, DO YOU? DON'T MAKE ME **MAD**, OR I MIGHT WRECK THIS WHOLE HOUSE WITH ONE BLOW OF MY **FIST**!

I WON'T BE WORRIED UNTIL I SEE SOME **REAL** PROOF OF YOUR **SUPER STRENGTH**!

OKAY! I'LL GIVE YOU PROOF! I'LL — I'LL MOVE THAT **PIANO** WITH ONE FLICK OF MY **LITTLE FINGER**!

WE'VE GOT TO HELP UNCA' DONALD!

FASTEN THE **TOW ROPE** TO THE CAR!

I'LL REACH THROUGH THE WINDOW AND HOOK IT TO THE **PIANO**!

IN THE NICK OF TIME, AND NOBODY SEES ME!

NOW WATCH THE FINE RIPPLE OF DYNAMIC STRENGTH ALONG MY FINGER!

CRASH!

FLICK!

OOP! TOO DYNAMIC!

RIGHT ON THE NOSE!

WHY, DONALD, YOU **DID** MOVE THE PIANO WITH YOUR LITTLE FINGER! YOU **ARE** SUPER STRONG! YOU'RE **COLOSSAL**!

STOP, DAISY! DON'T ASK ME TO SEIZE YOU IN MY ARMS — I'M AFRAID I MIGHT CRUSH YOU LIKE AN **EGG**!

ONCE MORE THE GLAMOR BOY IN DAISY'S LIFE, DONALD TAKES HER FOR A WALK IN THE PARK!

PEOPLE WOULD NEVER GUESS THAT I AM STRONGER THAN A POWERHOUSE! THEY NOTICE ME ONLY BECAUSE I AM **HANDSOME**!

IF UNCA' DONALD HAS TO MAKE

ANOTHER TEST OF STRENGTH,

WE MAY NOT BE ABLE TO HELP HIM!

OH, DONALD! LOOK WHO'S AHEAD OF US!

MY GIRL FRIEND, SUSY, AND HER BOY FRIEND, **DELTOID BICEPPA**!

THEY MUST **MEET** YOU! I WANT SUSY TO SEE HOW STRONG A STRONG MAN REALLY **SHOULD** BE!

GRUNT!

WAIT, SUSY! I WANT YOU TO MEET MY BOY FRIEND, DONALD DUCK!

GRUNT!

DAISY!

HE'S A STRONG MAN, TOO!

A STRONG MAN?

GRUNT!

HE LIFTS **500 POUNDS** WITH **ONE HAND**, AND KNOCKS PIANOS THROUGH BRICK WALLS WITH ONE FLICK OF HIS LITTLE FINGER!

YOU WOULDN'T **KID** ME, WOULD YOU, DEARIE?

GRUNT!

OH! SO YOU DON'T **BELIEVE** IT? I'LL HAVE YOU KNOW MY DONALD IS **SO** STRONG I WOULDN'T BE AFRAID TO LEAP FROM A — A —

FZUT!

FZT!

— FROM THAT **PRECIPICE** INTO HIS **ARMS**!

THAT I WOULD LIKE TO SEE!

GRUNT!

DONALD, PUT UP ONE HAND TO **CATCH** ME! MY FRIEND, SUSY, WON'T BELIEVE YOU'RE A SUPER MAN UNTIL YOU **PROVE** IT!

JUMP, LITTLE FEATHER!

THIS DOESN'T MAKE SENSE!

GRUNT!

STOP, DAISY!
DON'T DO IT!
WAIT TILL WE EXPLAIN!
THE KIDS' WARNING IS TOO LATE!
ON YOUR TOES, SAMSON! HERE COMES YOUR DELILAH!
CRUSH!
GRUNT!
SOMETHING WENT WRONG!
I'LL SAY IT DID!
TEE HEE HEE HEE!
WE CAN EXPLAIN EVERYTHING, DAISY!
IT'S OUR FAULT UNCA' DONALD THOUGHT HE WAS STRONG!
HE DIDN'T MOVE THAT PIANO! WE DID IT WITH THE CAR!
SO!
SO!
SO WE BETTER GET OUTA HERE!
WHEN WILL WE EVER LEARN
TO MIND OUR OWN BUSINESS?
TEE HEE HEE HEE!
GRUNT!
WASN'T THAT FUNNY, DELLY BOY? WASN'T THAT A SCREAM?
GRUNT!

Walt Disney's MICKEY MOUSE in PLAIN BROWN WRAPPER

BY GOLLY, NOTHING'S GONNA KEEP ME FROM TONIGHT'S VALENTINE DATE WITH *MINNIE!*

I'VE ALREADY STOOD HER UP *THREE TIMES* THIS MONTH- I'M SURPRISED SHE'S STILL TALKING TO ME!

FEB 14 Meet Minnie!

HUH?! I WASN'T EXPECTING A *PACKAGE...*

...ESPECIALLY NOT A *SELF-DELIVERING* ONE! WHERE TH' HECK DID THIS THING COME FROM?

HMMM...NO POSTMARK, NO ADDRESS, NOTHING! WONDER WHAT'S IN IT?

HMPH! I HAD TO ASK!

BOY, I'LL BE *REALLY* TICKED OFF IF THERE'S NOTHIN' INSIDE ALL THESE BOXES!

AHA! FINALLY!!

"THE BEGINNING OF YOUR HUNT, YOU SHALL SEE, WILL LEAD YOU TO THE *CHESTNUT TREE.*"

"HUNT"? I DON'T HAVE TIME FOR SOME *WILD GOOSE CHASE!*

FEB 14 Meet Minnie.

I PROMISED TO TAKE MY GAL OUT ON THE TOWN TONIGHT, AND I'M NOT GONNA BE *DISTRACTED* THIS TIME!

STILL, I GUESS IT COULDN'T HURT JUST TO CHECK THE TREE!

THE MYSTERY IS UNRAVELING BUT FIRST YOU'LL HAVE TO GO A-TRAVELING. TO FIND YOUR NEXT DANGEROUS CLUE. TAKE A TRIP TO THE TWIRLING TWO!

"THE TWIRLING TWO"...?

THIS IS RIDICULOUS! I HAVE TO GET READY FOR MY DATE...

...THE TWIRLING TWO, MY FOOT...

THE *TWIRLING TWO*—THAT'S GOTTA BE THOSE TWO *WINDMILLS* OUT ON DEADMAN'S COVE!

IF I *HURRY*, MAYBE I CAN CHECK THIS OUT AND STILL MAKE IT BACK IN TIME TO MEET MINNIE!

SHORTLY-

-GULP!-

I NEVER REALLY UNDERSTOOD WHY THEY CALLED IT *DEADMAN'S COVE* UNTIL NOW!

DANGER! KEEP OUT!!

C'MERE, YOU-

WAOOOAA!! *LEMME OFF!*

WHOOPS! ON SECOND THOUGHT...

"NOW THAT YOU'RE IN SUCH A CURIOUS STATE, THE PLACE OF THE DEAD HOLDS YOUR NEXT BIT OF BAIT!"

OH, NOT THE *GRAVEYARD*—THAT PLACE GIVES ME THE WILLIES!

THIS IS NUTS! JUST WAIT UNTIL I FIND WHOEVER PUT ME UP TO THIS!

LATER STILL—

OKAY, THERE'S NOTHING TO BE AFRAID OF...NO ZOMBIES, OR GHOSTS, JUST A LOT OF T-T-T...

...TOMBSTONES!

HEH! J-JUST A BIG HUNKA *GRANITE*, TH-THAT'S ALL...

BY NOW YOU'RE THINKING THAT SOMETHING'S FOWL, AND YOU MAY BE READY TO THROW IN THE TOWEL. BUT TAKE HEART, MY FRIEND, THE COOP DOWN ON MILLER'S IS NEARLY THE END!

"FRIEND," EH?! NONE OF *MY* FRIENDS STAGED THIS GAG, THAT'S FOR SURE!

I WONDER IF IT'S ALL SOME KINDA—

WAIT A MINUTE! "FOWL"..."COOP"..*GEESE!!* THE GOOSE FARM OUT ON *MILLER'S ROAD*—THAT OUGHTA BE A *SNAP!*

TRUER WORDS WERE NEVER SPOKEN-

OW! HEY! QUIT IT! I'M NOT AFTER YOU OR YOUR EGGS-JUST THIS LITTLE *NOTE*, REALLY! YIKES!

"FOR YOUR NEXT HINT, YOU WILL HAVE TO SQUINT. DUCK YOUR HEAD AND BE BRAVE, YOU'RE ABOUT TO ENTER A SQUEAKING..."

"...CAVE!"

AND, QUICKER THAN YOU CAN SAY "BATCAVE"-

CRIPES, I NEVER KNEW THERE WERE SO MANY *BATS* HERE! AT LEAST NOW I UNDERSTAND THAT PART ABOUT THE *SQUEAKING.*

CALISOTA STATE PARK

CARLBARKS CAVERNS

THIS'D BETTER BE THE LAST CLUE-I CAN'T TAKE MUCH MORE HUNTING!

SKEE

"INDEED THIS IS YOUR FINAL NOTE! SO LISTEN, THIS IS ALL SHE WROTE-BY ANY OTHER NAME THIS FLOWER SMELLS AS SWEET-IT'S IN THIS GARDEN YOU WILL FIND YOUR MINI-TREAT."

"FLOWER GARDEN"...TULIPS? NO, NO...LILIES? NO...

OF COURSE-*ROSES!* THE ROSE GARDEN IN THIS VERY PARK!

MINNIE MAY NEVER FORGIVE ME, BUT I JUST CAN'T STOP NOW!

WHY, FOR ALL I KNOW, SOMEBODY MIGHT BE IN *TROUBLE*-ER, SOMEONE BESIDES *ME*, THAT IS!

NOW WE'LL GET TO THE BOTTOM OF ALL THIS!

WHAT...?! IT'S YOU!!

OF COURSE IT'S ME! FOR ONCE, I WANTED TO MAKE *ABSOLUTELY CERTAIN* YOU'D SHOW UP FOR OUR DATE!

GEE, MINNIE, HAVE YOU EVER THOUGHT OF GOING INTO THE *DETECTIVE* BUSINESS...?

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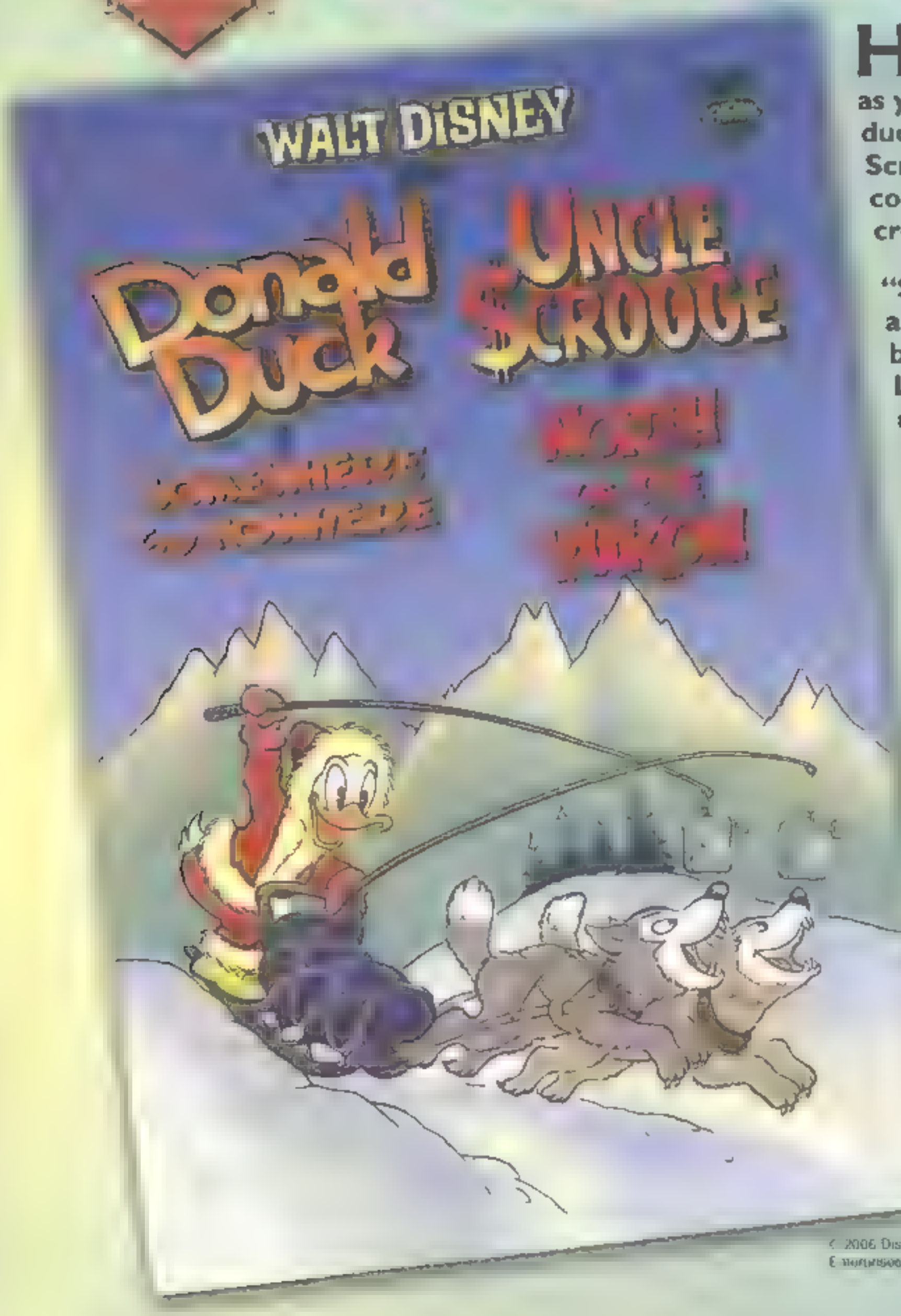
Shiver Me Frozen Tailfeathers!

Two Frosty Tales From the Snowy Badlands of the Yukon!



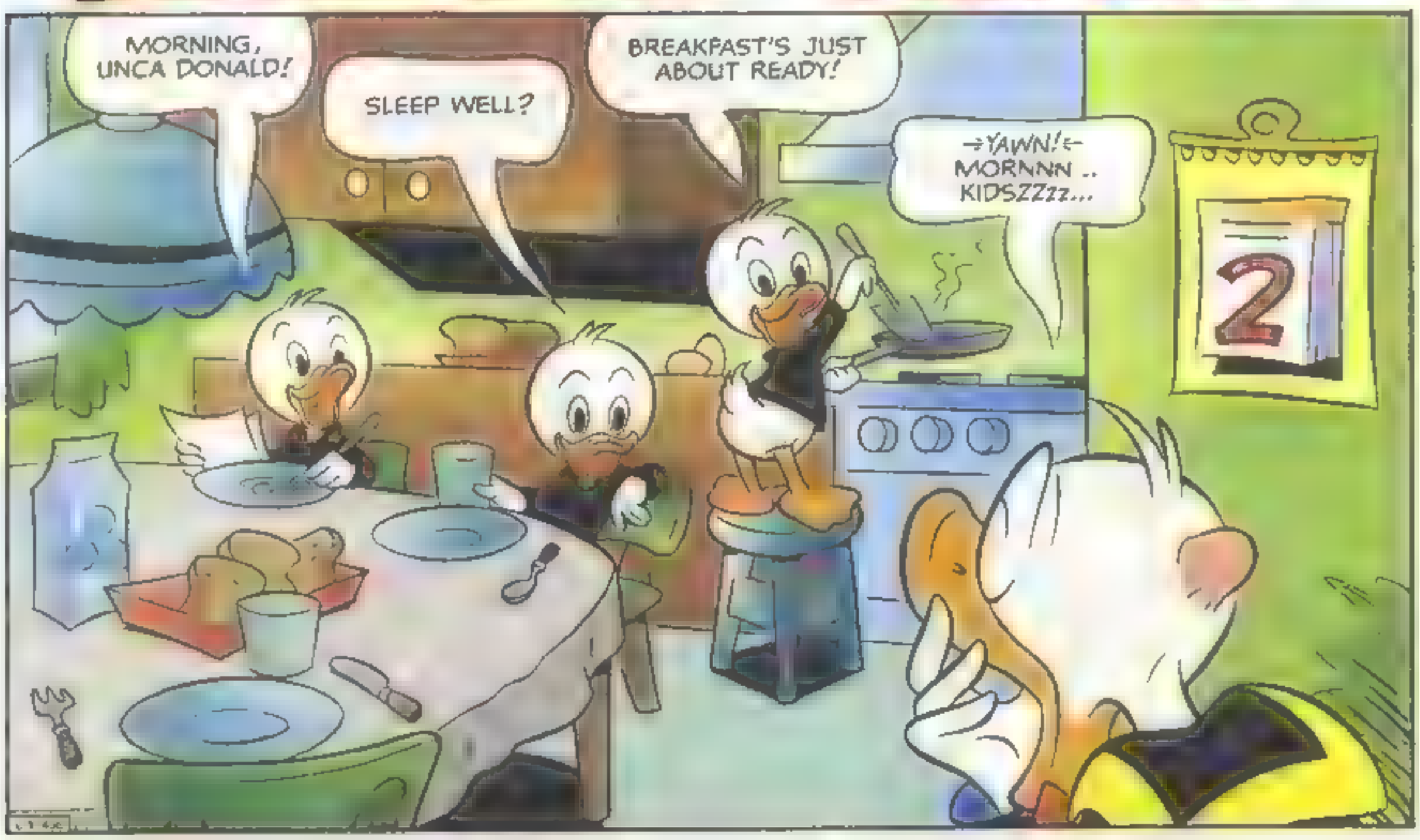
Hop aboard a dogsled bound for adventure as your favorite Disney ducks, Donald and Uncle Scrooge, tangle with some cold-hearted Klondike crooks!

"Somewhere in Nowhere," a unique collaboration between Carl Barks, John Lustig, and Pat Block, marks the last duck adventure on which Barks worked! When Donald tries to get rich in Alaska, the money-making scheme leads to a race against time with the evil Hamalot McSwine!

Then, in Barks' 1965 classic "North of the Yukon," the race is between Scrooge and old-time rival Soapy Slick... with the stakes involving an IOU that could impound the McDuck millions!

Donald Duck and Uncle Scrooge—two feature-length duck epics in one $6.95, 64-page trade paperback. **Mush,** you huskies!

Walt Disney's DONALD DUCK IN AGAIN & AGAIN...



I DON'T RECALL! BUT SOMEHOW I JUST *FELT* THINGS WERE FINE!

SURE YOU'RE OK, UNK?

MAYBE YOU SHOULDN'T GO TO WORK TODAY...

WORK! YE CATS, I'M LATE ALREADY! DON'T WORRY, KIDS, I'LL STEER CLEAR OF HEAVY MACHINERY—

MORNING PAPER! WATCH OUT, DUDE!

THWACK!

!

SORR-EE!

→HAR!← THAT KID'S GOT *SPUNK!* SECOND BULLSEYE THIS WEEK!

BUT DON'T LET IT *SURPRISE* YOU, DUCKO! WANT TO KNOW WHAT YOUR DAILY *HOROSCOPE* SAYS?

NOT REALLY, JONES!

BUT I'D BET *GOOD MONEY* THAT IT SAYS... "PREPARE FOR REPEATED ACCIDENTS TODAY, AND AVOID THE BLOWHARD NEXT DOOR!*

HEY! EXCEPT FOR THAT BLOWHARD STUFF, YOU'RE ABSOLUTELY *CORRECT!*

AT THE PICKLE WORKS..

THIS JOB'S NOT HARD, BUT IT'S *DULL* AS DISHWATER! SINCE I GOT MOVED TO QUALITY CONTROL, I JUST *PICK* JARS AT RANDOM...

...*WEIGH* THEM, AND WRITE DOWN THEIR *SERIAL NUMBERS!* HOW *MONOTONOUS* CAN YOU GET? →SIGH!←

BUT TODAY IT FEELS AS THOUGH *EVERYTHING* I DO, I'VE DONE *BEFORE!* AND NOT JUST THE JOB! *EVERYTHING...*

IT'S LIKE DÉJÀ VU! I'M *SURE* I'VE SEEN HOBSON CLIMB UP TO ADJUST THAT CLOCK BEFORE AND THEN... *THEN* SOMETHING AWFUL HAPPENS!

HOBSON! LOOK OUT!

=WHOLP!=

PLUNK!

HE'S OKAY! GODS BE PRAISED!

WAAAK!! MY PENCIL'S *PICKLED!*

CUSTOMERS DON'T *LIKE* PICKLE JARS WITH PENCILS IN THEM! AND I DON'T KNOW *WHICH* JAR IT FELL INTO!

=EEP!= SOMETHING'S GOTTA BE DONE!

COME ON, BELT! STOP *CONVEYING* ALREADY! OR *I'LL* BE THE SCHLUB IN A *PICKLE*—

OH, DELIVER ME! I'VE BEEN PULLING THIS THING IN THE WRONG *DIRECTION!*

LIDS

CHUG-

CHUG

STUCK! OF *COURSE* IT'S STUCK! NOW MY DAY'S COMPLETE!

NOT YET IT'S NOT!

SO, THANKS TO *YOU*, DUCK, WE CAN'T SELL THESE SIX *THOUSAND* CANS OF PICKLES BECAUSE THERE'S A *PENCIL* IN *ONE* OF THEM!

→GLOLP!←

YOU'RE HAULING YOUR TAILFEATHERS IN-TO MY OFFICE *FIRST* THING TOMORROW AND TELLING ME *EXACTLY* WHAT HAPPENED!

YES, SIR! TAILFEATHERS, SIR! SORRY, SIR!

THAT EVENING.

OH, WOESIE ME! I DAREN'T *WORRY* THE KIDS, BUT I'M SURE I'M GOING *NUTS!* I *KNOW* I'VE LIVED THROUGH THIS DAY BEFORE!

IT'S LIKE THE MOVIE WE'RE WATCHING NOW! THE POOR SLOB NOTICES THAT THE *SAME* DAY KEEPS *REPEATING* ITSELF AGAIN AND AGAIN!

HE REALIZES HE'S GOTTA *CORRECT* SOME HUGE *MISTAKE* HE'S MADE BEFORE THE *NEXT* DAY WILL EVER ARRIVE!

I'M *RELIVING* THE SAME DAY, OVER AND OVER!

I'M WAITING FOR THE PUNCH LINE!

2

IT'S HAPPENED TO *ME TOO!* TODAY *WASN'T* DÉJÀ VU... I'M STUCK IN SOME KIND OF TIME WARP!

I *REMEMBERED TODAY* BECAUSE *YESTERDAY* WAS TODAY, AND MAYBE THE DAY BEFORE WAS, TOO! →SHUDDER!← HOW *LONG* HAS THIS BEEN GOING ON?

THE END! →HEH!← I BET YOU WISH YOU COULD RELIVE TODAY, UNCA DONALD, AFTER THAT FIASCO AT THE PICKLE WORKS!

YOU SAID THAT *YESTERDAY*, HUEY! AND I AGREED!

THE KIDS DON'T KNOW WHAT'S UP! I'M ONLY *SCARING* THEM!

H-HOW GOES IT, UNCA DONALD?

YOU ALL RIGHT?

I... I'M FINE! I MUSTA DOZED OFF AND HAD A BAD DREAM! IT'S SACK TIME!

WAIT, UNCA DONALD! WATCH OUT!

JST AFTER MIDNIGHT...

Z

FINALLY GET HERE, Eh, DON? BE RIGHT WITH YA!

WHO ARE *YOU*? AND HOW DO YOU KNOW WHO I AM?

BIG DADDY TIME KNOWS JEST ABOUT EVER'THING! I JEST TURNED THESE CLOCKS BACK A DAY!

BUT YOU LOOK JUST LIKE THE STAR IN THAT FLICK I WAS WATCHING...

GOOD LOOKIN' BOY, AIN'T HE? AN' YER *RIGHT* ABOUT TH' MOVIE! TH' SAME THING *IS* HAPPENIN' TO YOU!

IT *IS*?!

YOU MEAN... YOU'RE GIVING *ME* A NEW CHANCE *NOT* TO MESS UP AT WORK TODAY?

THAT *MIGHT* BE TH' REASON YOU'RE STUCK IN TIME, DUCK!

BUT I CAN'T SAY FER SURE! THAT AIN'T DADDY TIME'S WAY!

YOU *CAN'T* SAY? OR YOU *WON'T* SAY? MUST *I* FIGURE THIS OUT?

IF I STAY OUT OF TROUBLE TOMORROW, WILL TIME MOVE ON AGAIN? AT LEAST TELL ME *THAT!*

FLAP! FLAP!

'FRAID YER ON YER OWN! I GOT *GEARS* TA SEE TO...

A NEW DAY DAWNS...

MORNING, UNCA DONALD! SLEEP WELL?

WELCOME TO THE TWILIGHT ZONE! YESTERDAY ALL OVER AGAIN!

2

NO BREAKFAST FOR ME! I'M LATE AS IT IS!

LET'S HOPE I CAN SET THIS RIGHT! NOW *WHAT* EXACTLY HAPPENED YESTER-DAY MORNING...?

WATCH OUT, DUDE!

BINGO! I JUST AVOIDED THE FIRST CATASTROPHE OF THE DAY!

SWISH!

SEE THAT, JONES? MISSED BY A MILE! *NOW* WHAT'S THAT HOROSCOPE SAY?

HOROSCOPE? HEY! I WAS JUST *READING* THE—

CRASH!

UNCA DONALD! THE PAPER JUST BROKE DAISY'S *MING VASE!*

WHAT?!

IT SAYS... "PREPARE FOR—"

ZIP IT, JONES! I'VE GOT ME A *BRAT* TO SPLAT!

STOP RIGHT THERE, "*DUDE!*"

Huh? WHAT...

I HAVE *NEWS* FOR YOU!

FROM NOW ON YOU'LL SET MY PAPER *CAREFULLY* DOWN OUTSIDE MY DOOR! NO MORE DRIVE-BY THROWINGS! CAPICHE?

LEGGO! =BAW! WAW!=

SMACK!

SMACK!

SOON...

I HOPE THE BOSS HASN'T NOTICED I'M LATE! IT'S ALMOST TIME—

MEOW

YEP! THERE'S HOBSON ON HIS WAY TO CHECK THE CLOCK!

THIS IS HARD TO WATCH, BUT I *KNOW* HE'LL MANAGE ON HIS OWN!

YEP! HE'S SAFE AND SOUND AND I *DIDN'T* DROP MY PENCIL! NOW WE'RE COOKING!

=WHEW!=

LET ME THROW THAT, SON!

HERE'S SOME HARD-HITTING NEWS, DELIVERED BY HAND!

?

PLOP!

MY SON SEZ YOU GOTTA *PROBLEM* WITH THE WAY HE DELIVERS THE PAPER!

YOUR *NEIGHBOR* TOLD US WHERE TO FIND YOU!

SPANKING IS IN-HUMANE, DUCK-BREATH! GOT THAT?

=GULP!= YES! BUT DON'T PUSH *THAT* LEVER...

CLICK!

NOW *REMEMBER* THIS DAY, ME BUCKO! I *DON'T* WANT TO HAFTA COME BACK HERE AGAIN!

WHAT'S WITH THE CONVEYOR BELT, DUCK? AND WHO ARE THESE PEOPLE? GET YOUR FRIENDS OUT OF HERE!

GOOD GRIEF!

CHUG! CHUG!

THAT NIGHT ..

THE END! →HEH!← I BET YOU WISH...

YEAH, YEAH! HEARD IT BEFORE! OFF TO BED!

WAIT, UNCA DONALD! WATCH OUT...

SO...

IF I *MUST* PLAY THIS *DUMB* GAME, JUST TELL ME IF I'M DOING IT RIGHT! I WANT *OUT* OF THIS NIGHTMARE!

BIG DADDY TIME SAYS... LISTEN TO YER NEPHEWS!

COME ON! IS THAT *ALL* THE HELP YOU'RE GONNA GIVE ME?!

I GOT *GEARS* TA SEE TO...

FLAP! FLAP!

NEXT MORNING...

NOTHING THE KIDS SAID SEEMED IMPORTANT TODAY EITHER!

WONDER WHY HE KEPT STARING AT US?

MORNING PAPER! WATCH OUT, DUDE!

THWACK!

SECOND BULLSEYE THIS WEEK! BUT DON'T LET IT *SURPRISE* YOU, DUCKO! WANT TO KNOW—

I'VE HAD A BELLYFUL OF YOU AND YOUR HOROSCOPES, JONES!

AND AS *ACCIDENTS* GO, MOVING NEXT DOOR TO *YOU* TOPS OFF MY LIST!

DON'T PRESS YOUR LUCK, DUCK!

LATER..

WH-WHERE AM I?

YOU HAD A FIGHT WITH JONES, HE KNOCKED YOU OUT AND NOW YOU'RE OVER AN HOUR LATE FOR WORK!

YOUR *BOSS* ON THE PHONE, UNCA DONALD!

DUCK!

I HAD HOBSON TAKE YOUR PLACE THIS MORNING! HE DROPPED A PENCIL INTO A PICKLE JAR! I HOLD *YOU* RESPONSIBLE!

THAT NIGHT...

I CAN'T TAKE MUCH MORE OF THIS! TOMORROW I'VE GOT TO DO EVERY-THING RIGHT!

...THE SAME DAY, OVER AND OVER!

NEXT MORNING...

"DUDE" MISSED ME WITH THE PAPER, I IGNORED JONES AND OLD HOBSON IS OKAY! NOW IF ONLY...

→WHEW!←

SO...

MY SHIFT IS OVER AND MY PENCIL'S STILL HERE! I'VE *DONE* IT!

PHWEEEEE!

WOO-HOO-HOO AND GLORY BE! *I DIDN'T LOSE MY PENCIL!*

THOUGH YOU SEEM TO HAVE LOST YOUR *MIND!*

THAT EVENING, YET AGAIN...

THANK GOODNESS THAT ORDEAL'S OVER! I NEVER, EVER WANT TO SEE THIS MOVIE AGAIN!

...THE SAME DAY, OVER AND OVER!

BUT COME MORNING..

DID YOU SLEEP WELL?

BREAKFAST'S JUST ABOUT READY!

YEEEECH! SCREECH! IT CAN'T BE!

IT'S STILL THE 2nd! WHAT'S GONE WRONG NOW?

2

YOU SURE YOU'RE OKAY, UNK?

ON THE 15th NIGHT

FLAP! FLAP!

OUT WITH YOUR SECRETS, MYSTERY MAN!

COOL DOWN, BOY! BE A LITTLE MORE GIDDY!

DADDY TIME CAN ONLY SAY... LISSEN TA YER NEPHEWS!

I HAVE! OVER AND OVER AND OVER AND...

.. AND THE 23rd MORNING...

MORNING, UNCA DONALD! SLEEP WELL?

2

BIG DADDY TIME! WHERE ARE YOU?

...AND FINALLY THE 49th...

NO, →TEE-HEE-HEE← NOT EGGS, →HEE-HEE← JUST TIME...

SURE YOU'RE OKAY, UNK?

3

WHAT'S WRONG WITH UNCA DONALD?

MAYBE IT'S THAT BUMP HE GOT YESTERDAY!

WE'D BETTER FOLLOW HIM!

YOUR UNCLE'S FLIPPED OUT, KIDS! HE ATTACKED ME AND STOLE MY PAPER BEFORE I COULD SAY A WORD!

TO THE PICKLE WORKS, AND DON'T SPARE THE HORSES!

EMPLOYEES RUNNING SCARED! SOMETHING'S ROTTEN IN PUNXSUTAWNEY!

PETER PIPER PICKLE CO.

HE'S *MAD*, I TELL YOU!

STOP, UNCA DONALD! WAIT!

I CAN DO WHATEVER I WANT! →HEEE!← *TOMORROW'S* ONLY ANOTHER *TODAY!*

WHAT'S HE *TALKING* ABOUT?

OPEN THE PAPER, RICHARD! IT'S *HOROSCOPE* TIME! →*JIBBER!*←

TH-THE *THIRD!* SWEET GLOBS OF HI-CALORIE GRAVY! *TIME HAS FINALLY MOVED ON!*

3RD

GRAB HIM AND SCOOT FOR HOME, MEN!

→GA-GA-GA!←

AND SO...

YOU SEE, DOCTOR, HE MUSTA DREAMED THAT TIME WAS STANDING STILL! HE SAYS THE SAME DAY KEEPS REPEATING ITSELF!

WOULD YOU TELL ME WHAT HAPPENED YESTERDAY EVENING?

ZZZ

WE SAW A MOVIE ABOUT A GUY WHO RELIVED THE SAME DAY OVER AND OVER, AGAIN AND AGAIN!

'WHEN UNCA DONALD STARTED UPSTAIRS FOR BED, HE DIDN'T SEE A TOY CAR LYING ON THE FLOOR! I YELLED "WATCH OUT!"...

'BUT HE SLIPPED OVER IT AND FELL ON HIS HEAD!"

SEE THAT GUAVA-SIZE *BUMP?* BUT HE GOT TO BED AND DIDN'T SEEM TOO MIXED UP — TILL THIS MORNING!

ZZ

HE MUSTA DREAMED IT WAS *YESTERDAY*... WELL — OVER AND OVER, AGAIN AND AGAIN!

Z

ENOUGH TO DRIVE HIM NUTTY! ALL HE NEEDS NOW IS REST!

DADDY TIME SAID TA *LISTEN* TA THEM THREE SMART KIDS!

YES! *SNORT!* BUT LISTEN TO EXACTLY *WHAT?*

WHY TA THAT "*WATCH OUT,*" BOY! IF YA'D JUST REMEMBERED WHAT CAME AFTER *THAT*...

OUT! GET *OUT* OF MY DREAM, YOU SAP-SUCKER...

LOOK, DOC! NOW HE SEEMS TO BE *CHASING* SOMEONE!

...AND TAKE YOUR DUMB CLOCKS WITH YOU!

THAT'S FUNNY! SURE AS HECKFIRE, I *KNEW* HE WAS GOING TO SAY THAT...

Walt Disney's Donald Duck

WHAT'S GOING ON? SURELY YOU AREN'T GOING TO BREAK YOUR PIGGY BANK?

WE SURE ARE, UNCA DONALD!

WE'VE SAVED ENOUGH MONEY TO BUY ALL THREE OF US *CELL PHONES!*

WHAT? YOU WANT TO WASTE YOUR SAVINGS ON *THOSE* THINGS? RIDICULOUS!

YOU DON'T NEED THEM!

BECAUSE YOU CAN MAKE YOUR *OWN* PORTABLE PHONES! ALL YOU NEED ARE TWO EMPTY CANS AND A LONG STRING!

-:SIGH!:- OH NO...

I'LL STAY HERE WHILE YOU GO ACROSS THE STREET AND PULL THE STRING TAUT! YOU'LL BE AMAZED AT HOW *LOUD AND CLEAR* YOU CAN HEAR ME!

LET'S JUST DO WHAT HE SAYS! THAT WAY WE'LL GET IT OVER WITH QUICK! AFTER ALL, HE CAN'T HELP IT IF HE STILL LIVES IN THE LAST CENTURY...

HI, KIDS! CAN YOU HEAR ME? OVER!

ALL I CAN HEAR IS A SLIGHT HUMMING! IT SOUNDS LIKE A BEE IS SITTING ON THE LINE!

BZZZ!

I'VE GOT AN IDEA! I'LL JUST TIE THE CAN TO THIS MAILBOX AND THEN WE CAN GO BUY OUR CELL PHONES!

N. A. BORR

GOOD PLAN!

ANSWER ME, KIDS! HELLO?

?

HMM... MAYBE I SHOULD PULL THE STRING TIGHTER!

PIZZA

HELLO? ARE YOU THERE?

SPLAT!

TWOING!

GRGL!

NHG!

GRGL!

GONG!

HMMM... SOUNDS LIKE INTERFERENCE!

HELLO? ARE YOU STILL THERE? CAN YOU HEAR ME?

YES WE CAN!

LOUD AND CLEAR!

AND SO...

CAN YOU HEAR ME, DEWEY?

WAZZAT?

I SAID, WHAT ARE YOU DOING WITH THAT HORN?

YOU BET, HUEY! LOUD AND CLEAR!

The End

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"Turkey Trouble," in *Donald Duck and Friends* 333, shows Carl Barks at the start of his golden age, when he was just starting to use snappy one-liners and true comedy. Who else besides Barks would have Donald refuse to kill a murderous turkey because it has "spirit"?

The back-ups this month were funny as well, particularly "Bargain Hunter," showing Donald's OCD at its peak. Mortimer Mouse isn't seen too often, so I was especially surprised to see him in his *House of Mouse* persona in "Party Animus." Hot-cha-cha!

—Thad Komorowski
via email

Egad... *Donald Duck and Friends* number 333! That's half of, oh, a number *Walt Disney's Comics and Stories* will be reaching real soon now. I'm not sure what exactly a Disney book can do to "celebrate" that notorious number, other than maybe putting Pluto on the cover, (y'know, a nod to how that genie in "The Miracle Master" confused Mickey's dog with the Roman God of Darkness, but in reverse?) but I digress...

"Turkey Trouble" is a story of which I have fond memories... Disney Comics reprinted it in their day (*WDC&S* 567) and one Thanksgiving I hung that issue on the wall as part of my decorations. Maybe, being a child of the age of grocery stores, I don't remember the day Barks evokes (I was born in 1971... and actually worked at a "big box" retailer for eight years) but it's still a great story with quintessentially Barksian touches: only Donald Duck could decide he likes a turkey after getting into a brawl with it; and of course the final scene: "For Sale, Two Turkeys... Owners Gone For A Hamburger" is a genuine classic in every meaning of the word.

The Mickey story, "Party Animus," was a bit odd... maybe because I haven't personally seen too many stories with this "Mortimer" guy in it. It left me a little cold—he comes across as (granted, for all I know the carts and horses may come in a different order) kind of like a lame Mouseton counterpart of Gladstone Gander without the supernatural luck.

"Bargain Hunter" was a little better—Michael T. Gilbert comes through with a variation on a theme he's explored before: collecting mania. Unlike "That Old Soft Soap" (Disney Comics' *Donald Duck Adventures* 18), he comes at it from the consumer angle, and that keeps it from not seeming at all like "Soft Soap," even with the similar theme. And an even more interesting twist is Donald's quest to overdo it (as usual) runs him up against a new adversary, fellow garage sale obsessive Red. I thank Mr. Gilbert for taking the riskier move of introducing a new character for this purpose. A lot of writers probably would've tried to shoehorn Jones into this role.

—Fritz Baugh
via email

"Don't give me that look! You shoulda seen th' stuff I *didn't buy* at that yard sale!"—Donald Duck, with a hauntingly familiar refrain, from Michael T. Gilbert's "Bargain-Hunter" in *Donald Duck and Friends* 333.

Wow! Does that ever hit close to home! Seems to me I've made similar statements to my wife after returning from comic book conventions. And, no amount of explaining that this "special issue" was the first time "Super-Whozit" encountered "The Evil Whatzit," or where "Tycoon Canard" acquired his lucky First Quarter, would ever quite get the missus completely on board. To varying degrees, all of my married collector friends have similar stories to tell.

In "That Old Soft Soap," last seen in Gemstone's *WDC&S* 659, Gilbert told a story that was ostensibly about marketing—but was really about comic collecting. Here, he mines the same vein, and strikes the same gold, behind the guise of yard sales.

There is a camaraderie, and a competitiveness, that is as much a part of the convention scene as it is part of Gilbert's "Yard Wars." Going to such a gathering with a group of like-minded friends is always great fun. I might point out specific issues of interest to these pals, and they would reciprocate in kind. But, if more than one of us were ever seeking the same issue at the same time... look out! Thanks for another supreme effort on the part of Michael T. Gilbert, made all the more so because it is so "relatable" to its audience. Gotta go, before someone beats me to that near-mint *Super Goof* 37!

—Joe Torcivia
via email

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